3 (Sem-6/CBCS) CSC HE 1

2023

COMPUTER SCIENCE

(Honours Elective)

Paper: CSC-HE-6016

(Network Programming)

Full Marks: 60

Time: Three hours

The figures in the margin indicate full marks for the questions.

- 1. Answer the following questions as directed: 1×7=7
 - (a) SCTP is a connectionless protocol.

 (State True or False)
 - (b) UDP doesn't offer an acknowledgment mechanism. (State True or False)
 - (c) The TCP/IP socket includes IP address and _____. (Fill in the blank)

- (d) IO multiplexing is used
 - (i) when server handles both TCP and UDP
 - (ii) when client handles multiple sockets at the sametime
 - (iii) None of the above
 - (iv) All of the above (i) and (ii)
 (Choose the correct option)
- (e) HTTP is an application protocol that runs on top of the TCP/IP suite.

 (State True or False)
- (f) Remote login is implemented using Telnet. (State True or False)
- (g) _____ is used for remote network administration. (Fill in the blank)
- 2. Define the following terms: 2×4=8
 - (a) UDP
 - (b) Address lookup
 - (c) Remote login
 - (d) Network byte order

- 3. Answer the following questions: (any three) 5×3=15
 - (a) Differentiate between TCP and SCTP.
 - (b) Why UDP is considered to be unreliable?
 - (c) Write the use of the following commands:
 - (i) ifconfig
 - (ii) traceroute
 - (d) Explain getsockopt and setsockopt subroutines.
 - (e) Explain the remote login procedure with Telnet.
- 4. Answer **any three** of the following questions: 10×3=30
 - (a) What is TCP header? Explain the fields of TCP header format.
 - (b) Explain the three way handshake of TCP connection establishment with suitable diagrams.

- (c) Write a TCP/IP client server program. Where client will send a string to the server and server send back reply to the client as "string is palindrome" or "string is not palindrome"? Use loopback interface.
- (d) Explain how I/O multiplexing is carried out using select and poll functions.
- (e) Explain the functions of ntons(), htonl(), ntohs() and ntohl().
- (f) Write short notes on: (any two)
 - (i) HTTP
 - (ii) Network manager in Linux
 - (iii) Network debugging